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Application No. 09/489,600  
Amendment "E"

**Amendments To The Claims**

Claim 1 (currently amended): A method for creating a synchronizer object in order to playback an event simultaneously on a plurality of a client apparatuses, comprising the steps of:

- (a) receiving a request utilizing a network for viewing an event;
- (b) queuing the request in memory;
- (c) creating an object at a host in response to the request, the object adapted to playback the event on a client apparatus simultaneous with the playback of the event on the remaining client apparatuses upon the receipt of an activation signal, wherein only the host can create the object; and

- (d) sending the object to one of the client apparatuses utilizing the network for being stored therein;

wherein the event is not communicated over the network in real-time during the playback of the event ~~such that~~ where network bandwidth use is limited.

Claim 2 (currently amended): [[A]] The method as recited in claim 1, wherein the request is received via an application program embedded in a site on the network.

Claim 3 (currently amended): [[A]] The method as recited in claim 2, wherein the object is adapted to playback the event which is stored in memory of the client apparatus.

Claim 4 (currently amended): [[A]] The method as recited in claim 3, wherein the memory includes a digital video disc (DVD).

Claim 5 (currently amended): [[A]] The method as recited in claim 1, wherein the object identifies a start time when the playback of the event is to begin on each of the client apparatuses.

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Claim 6 (currently amended): ~~[[A]]~~ The method as recited in claim 1, wherein the activation signal is provided using a clock of the client apparatus.

Claims 7-18 (cancelled)

Claim 19 (currently amended): The method of claim 1, further comprising:  
communicating overlay data over the network to the plurality of client apparatuses during the playback of the event ~~such that~~ where the overlay data is played back during the playback of the event.

Claim 20 (currently amended): The method of claim 1, further comprising:  
determining if the request is received prior to a threshold period;  
the creating an object in response to the request further comprises creating an object in response to the request if the request is received prior to the threshold period wherein the object identifies a start time when the playback of the event is to begin on each of the client apparatuses; and

creating an object in response to the request when the request is received during the threshold period, wherein the object created for the request received during the threshold period is adapted to playback the event at a predefined period within the playing of the event following the start time of the event ~~such that~~ where the playback of the event is synchronized.

Claim 21 (previously presented): The method of claim 20, wherein the predefined period within the playing of the event comprises a predetermined chapter of the event.

Claim 22 (previously presented): A method for creating a synchronizer object in order to playback an event simultaneously on a plurality of a client apparatuses, comprising the steps of:

receiving a request utilizing a network for viewing an event;

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determining if the request is received prior to a threshold period;  
queuing the request in memory;  
creating an object at a host in response to the request if the request is received prior to the threshold period, the object adapted to playback the event on a client apparatus simultaneous with the playback of the event on the remaining client apparatuses upon the receipt of an activation signal, wherein only the host can create the object; and  
sending the object to one of the client apparatuses utilizing the network for being stored therein.

Claim 23 (currently amended): The method of claim 22, further comprising:  
creating an object in response to the request when the request is received during the threshold period, wherein the object created for the request received during the threshold period is adapted to playback the event at a predefined period within the playback of the event following a start time of the event ~~such that~~ where the playback of the event is synchronized.

Claim 24 (previously presented): The method of claim 23, wherein the predefined period within the playback of the event comprises a predetermined chapter of the event.

Claim 25 (previously presented): The method of claim 22, wherein the request is received via an application program embedded in a site on the network.

Claim 26 (previously presented): The method of claim 22, wherein the object is adapted to playback the event which is stored in memory of the client apparatus.

Claim 27 (previously presented): The method of claim 22, wherein the memory includes a digital video disc (DVD).

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Claim 28 (previously presented): The method of claim 22, wherein the object identifies a start time when the playback of the event is to begin on each of the client apparatuses.

Claim 29 (previously presented): The method of claim 1, further comprising:  
generating the activation signal; and  
sending the activation signal to the client apparatuses causing an initiation of playback of the event stored on the client apparatuses.

Claim 30 (currently amended): A method for creating a synchronizer object in order to playback an event simultaneously on a plurality of a client apparatuses, comprising:  
receiving a request utilizing a network for viewing an event;  
queuing the request in memory;  
creating an object at a host in response to the request, the object adapted to playback the event on a client apparatus simultaneous with the playback of the event on the remaining client apparatuses upon the receipt of an activation signal, wherein only the host can create the object;  
sending the object to one of the client apparatuses utilizing the network for being stored therein;  
generating the activation signal; and  
sending the activation signal to the client apparatuses causing an initiation of playback of the event stored on the client apparatuses.

Claim 31 (currently amended): **[[A]]** The method as recited in claim 30, wherein the event is not communicated over the network in real-time during the playback of the event.

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Claim 32 (currently amended): The method of claim 31, further comprising:  
communicating overlay data over the network to the plurality of client apparatuses  
during the playback of the event ~~such that~~ where the overlay data is played back during the  
playback of the event.